

VISIT...

LANZAROTE
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MATERIALS

Reading
Passage:
Part 1 (2 copies)

Timing device;
Graph

Reading
Passage:
Part 2 (2 copies)

Game cards;
Game boards;
Markers

Introducing the Passage



5 minutes

Read part 1 of the passage *Tide Pools* to provide a model of fluent reading. Read with expression at a normal reading pace, taking about one minute to read the passage.

Give the child a copy of the passage. Read the passage again, having the child read along with you. If he/she has difficulty reading along, slow the pace or read a small chunk (one or two sentences), and then have the child read that chunk with you. Continue reading smaller chunks until you and the child have read the entire passage. Read the entire passage with the child one or two more times.

Building Fluency



5–10 minutes

Have the child read the passage out loud while you time him/her for one minute. As the child reads, place a check mark on your copy of the passage over each word that he/she misreads. If the child pauses for three seconds, tell him/her the word and mark it as an error. Do not correct errors during the reading. After one minute, tell the child to stop. Circle the last word the child read. Help the child plot the number of words read on the graph. The goal is 110 words per minute at at least 90% accuracy.

Discuss errors once the child has completed the reading. Discuss word-attack strategies such as sounding out parts of words, looking for smaller words or recognizable chunks within larger words, and thinking about how the meanings of words relate to other parts of the text.

Do not exceed more than four independent readings of a passage in a single session. If the child seems to have too much difficulty, drop to a lower level during the next tutoring session.

Checking for Understanding



5 minutes

Ask the child to retell the passage. Look for detail in his/her retelling. Give the child time to respond independently. If needed, prompt with the following questions:

What is an invertebrate? (animal with a soft body and no backbone)

What are some types of invertebrates? (sponges, coral, octopi, sea stars, crabs, etc.)

What kinds of fish can you see in tide pools? (small fish that live there; large fish that get caught there)

If time permits, repeat the steps above using part 2 of the passage, *Tide Pools*.

Optional Activity



5–10 minutes

PLAYING A WORD GAME: Have the child choose one game board, and keep the other for yourself. Shuffle the game cards and stack them face down on the table. You and the child will take turns drawing cards and reading the words. Each person who has the word on his/her card should put a marker or draw an X over that word. The first player to fill his/her board wins. Repeat the game as time permits.

Part 1

Tide pools are full of sea life. You can see these creatures when	13
the tide goes out. The most common kinds of animals in tide	25
pools are called invertebrates. These animals have soft bodies	34
and no backbones. They range from creatures such as sponges	44
and corals to creatures such as octopi and sea stars.	54
Invertebrates also include animals such as anemones, jellyfish,	62
worms, crabs, shrimp, snails, and urchins. Invertebrates can be	71
stationary or mobile.	74
There are many types of fish that are adapted to life in the tide	88
pools. Since tide pools are small compared to the ocean, fish	99
that live in them are usually small. Other fish accidentally get	110
trapped in tide pools when the tide goes out. These fish are not	123
used to living in such a small space. They wait until the tide	136
returns to swim off in the open sea.	144



Anemones and sea stars live in tide pools.

Part 2

If you ever go to the ocean, find a place where there are tide	14
pools. It is best to move slowly and gently to avoid stepping on	27
animals. Sometimes it is a good idea to just stop and closely	39
observe one small area that you find interesting. The longer you	50
look, the more likely you are to see things.	59

Remember that the tide pool is home to many creatures. If you	71
lift up a rock to look for creatures, do so gently. Check with an	85
adult if you want to pick up a tide pool animal—some of them	99
can sting! Put some water in your hand first to keep the animal	112
moist. And always put sea creatures back where you found	122
them. Animals need to stay in their tide pool homes. They don't	134
make good pets and are likely to die if they are removed from	147
the tide pool.	150

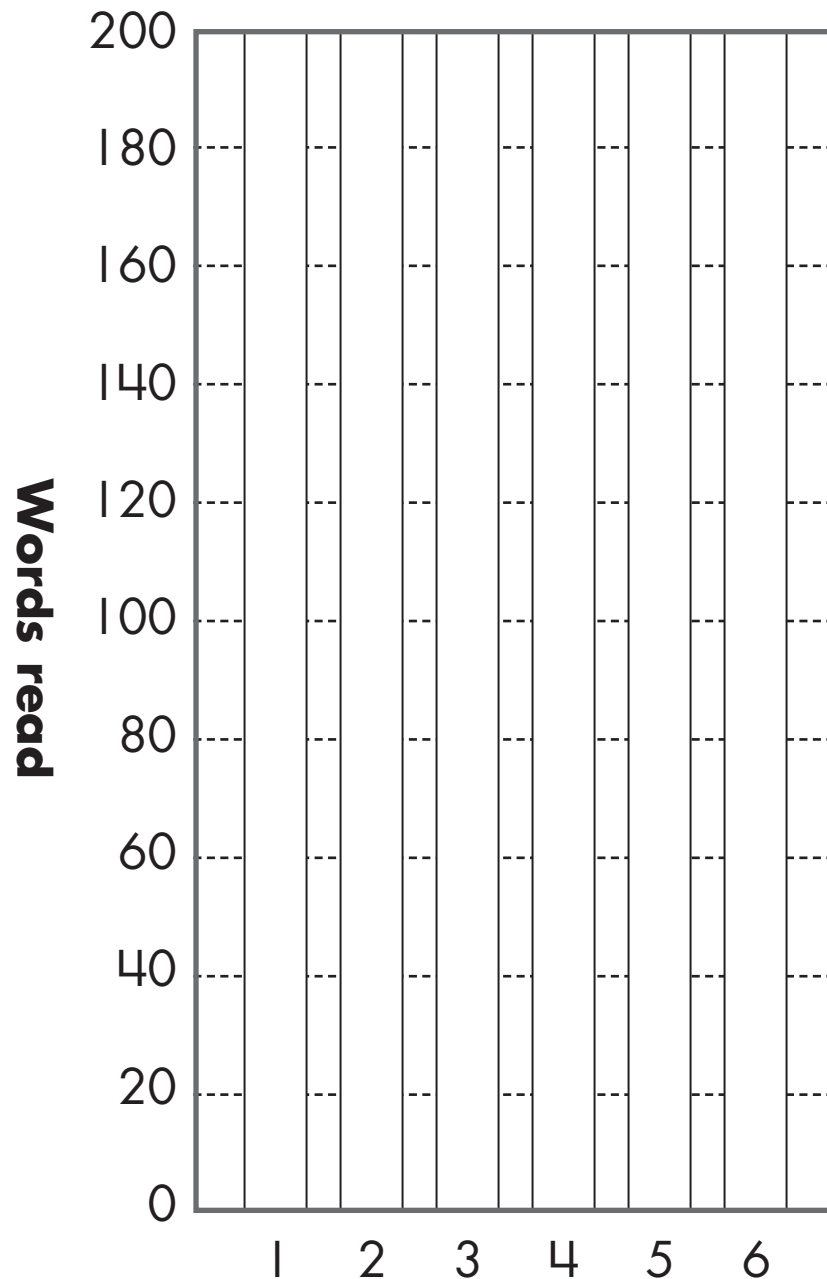


Fluency

Repeated Reading Bar Graph

Lesson R-4

Name _____ Date _____



Number
of errors: _____
1 2 3 4 5 6



tide	invertebrates	backbones	sponges
corals	octopi	sea stars	anemones
jellyfish	crabs	shrimp	snails
urchins	fish	sting	tide pool
mobile	stationary	worms	moist

tide	octopi	shrimp	tide pool
sponges	sea stars	crabs	urchins
moist	sting	corals	mobile
fish	anemones	jellyfish	worms

invertebrates	sea stars	snails	stationary
sting	fish	urchins	worms
shrimp	backbones	tide	mobile
moist	anemones	octopi	corals